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PUBLIC PLAY SPACE

Fate il Vostro gioco Do your game Capacity Building workshop in PALERMO 16-18/07/2020









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Team Members

Giorgio Barbato Mariangela Bologna Elizabeth Parisi

> Name of the game Fabbrica Ducrot





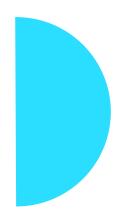






1 Objective/purpose

- Community engagement
- Design placemaking
- Prototyping













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2 Theme/Subject

BARCELONA

Team treasure hunt

Purpose: select and build urban furnitures











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3 Location

Spazio Incolto and Cantieri Culturali alla Zisa.













4 Target audience

Young students: from 11 to 18 years old + a little group of children of primary school (6-10)

12 team. Each team is composed by 10 players. 120 participants

Partners:

- Schools of the area (selection of teams)
- Organizations established inside Cantieri Culturali
- Other: Fablab, etc.









5 Meccaniche di gioco

Urban game: event lasting half a day.

First phase: Treasure hunt. For each clue found, a coin is won which at the end is exchanged for a project. Duration 1 hour

Second phase: challenges to conquer the materials. Duration 1h30 '

Third phase: construction of objects and placement in space (12 sectors in Spazio Incolto). Duration 1 h

Jury: participants + 20 primary children

3 votes each but they can't vote for themeselfes

Fourth phase: while counting the votes, an animator/facilitator guides all the teams to share the objects created and distribute them throughout the space. Duration 30 'max









6 Implementation

- Materials for prototyping
- T-shirt for teams and kit for game
- People for production and play guidance
 - Prizes
 - Video operator and drone
 - Budget 10.000?







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7 Evaluation

- Balanced for the 4 areas
- mimicry: Little Ducrot!
- ilinx : time trials
- Agon: challenges to conquer materials
- Alea: dice for those who have not solved clues

